

# Temple Run Guide



**Temple Run** is a game developed for the iOS and Android platforms. It is developed by Imangi Studios. It is a endless runner game where the player controls a running character, and the character must avoid obstacles and enemies

### **Plot:**

The underlying plot to the game is that the character, controlled by the player, steals a golden idol from an ancient Mayan temple. This causes the Evil Demon Monkeys to attempt to catch the player in order to get the idol back. The game begins when the player steals the idol and ends when the character is caught by the monkeys or hits an obstacle, at which point the idol is returned to the temple and the player can attempt to steal it again.

### **Gameplay:**

The game makes use of swiping controls to control the character. A swipe up makes the character jump, a swipe down makes the character slide, and a swipe to the side makes the character turn in that direction. In addition, the player can tilt the device, taking advantage of its gyroscope capabilities to make the character move from side to side within the boundaries of the area to collect coins.

### **Features:**

There are many different features of the game that make Temple Run different. These include objectives and the store.

### **Objectives:**

Objectives are the Temple Run equivalent of in-game achievements that the player receives upon completing a certain task. Objectives range from scoring a certain point value to upgrading different powerups. Although there are 36 objectives in the game, only 22 of them are recognized as Game Center achievements. There are now 58 achievements even in the game center.

### **Store:**

At the store, players can buy different items such as powerups, utilities, characters, and wallpapers for different amounts of coins. Powerups appear in game and change the an aspect of the game. Utilities are one-use instant items that resurrect the player and boost them forward. The player can also play as different characters instead of just Guy Dangerous, the normal adventurer. People can also download wallpapers for Temple Run.

### **Game Center integration:**

Temple Run contains 22 achievements, all of which are also objectives. You can play for the top score on global and friend leaderboards.

### **Glitches:**

#### **Tripping Without Swiping To the Left or Right**

Sometimes if the player tilts the system to the left or right for a few seconds, the person will trip

#### **Invisible Obstacle:**

The player must swipe down at the right place that is away from the small tunnel. If done correctly, the person will disappear causing the game to end.

#### **Going Inside a Tunnel Without Sliding:**

The player must slide at a tunnel as soon as the person is about to be in its running form. If time right, the person will be in a tunnel in its running form but in a split second, the game will end.

#### **Fall Off The Edge:**

On the stone platform, the player must tilt to the left or right. The person will fall through the floor.

#### **Jump & Slide:**

If the player swipes up and then down. The person will slide after jumping.

## List of objectives

**Novice Runner:** Run 500m

**Pocket Change:** Collect 100 coins

**Adventurer:** Score 25,000 points

**Sprinter:** Run 1,000m

**Miser Run:** Run 500m without collecting a coin

**Piggy Bank:** Collect 250 coins

**Treasure Hunter:** Score 50,000 points

**Mega Bonus:** Fill the bonus meter 4x

**Athlete:** Run 2,500m

**Lump Sum:** Collect 500 coins

**Resurrection:** Resurrect after dying

**Basic Powers:** Upgrade all power ups to level 1

**High Roller:** Score 100,000 points

**Payday:** Collect 750 coins

**Head Start:** Use a Head Start

**Steady Feet:** Run 2,500m without tripping

**Allergic to Gold:** Run 1,000m without collecting a coin

**5K Runner:** Run 5,000m

**No.Trip.Runner:** Run 5,000m without tripping

**1/4 Million Club:** Score 250,000 points

**Double Resurrection:** Resurrect after dying twice in one game

**Money Bags:** Collect 1,000 coins

**1/2 Million Club:** Score 500,000 points

**Super Powers:** Upgrade all power ups to level 5

**Dynamic Duo:** Unlock 2 characters

**Million Club:** Score 1,000,000 points

**Money Bin:** Collect 2,500 coins

**Fantastic Four:** Unlock 4 characters

**The Glitch:** Tried to cheat

**Lucky Strike:** Collected 2 gems in one run

**Couch to 5K:** Collected 5,000 coins

**Bonus Items:** Collected 20 bonus items

**9 Lives:** Used 'Save Me' 9 times

**Marathoner:** 100,000 lifetime meters

**10K Runner:** Ran 10,000 meters

**2.5 Million Club:** Scored 2,500,000 points

**The Spartan:** 1 million without power ups

**5 Million Club:** Scored 5,000,000 points

**Jackpot:** Collected 5 gems in one run

**Speedy Start:** Used 5 'Head Starts'

**10 Million Club:** Scored 10,000,000 points

**Circumnavigator:** 1,000,000 lifetime meters

**Gold Miner:** 500,000 lifetime coins

**Infinirunner:** 10,000,000 lifetime meters

**Midas Touch:** 1,000,000 lifetime coins

**Photojournalist:** Ran 50,000m with Maria Selva (Temple Run 2)

### **Novice Runner**

Novice Runner is an objective that a player can achieve in Temple Run.

It is the first objective listed in the in-game list and is considered the easiest. It is followed by Pocket Change.

**How to obtain:** To receive this objective, one must make the character run 500m. This is easily achievable within the first tutorial stage of the game.

### **Pocket Change**

Pocket Change is an objective that a player can achieve in Temple Run. It is the second objective listed in the in-game list. It is preceded by Novice Runner and followed by Adventurer.

**How to obtain:** To receive this objective, one must make the character touch, or collect, 100 coins.

### **Adventurer**

Adventurer is an objective that a player can achieve in Temple Run. It is the third objective listed in the in-game list. It is preceded by Pocket Change and followed by Sprinter.

**How to obtain:** To receive this objective, one must collect a total value of at least 25,000 points during a run.

### **Sprinter**

Sprinter is an objective that a player can achieve in Temple Run. It is the fourth objective listed in the in-game list. It is preceded by Adventurer and followed by Miser Run.

**How to obtain:** To receive this objective, one must make the character run 1000m.

### **Miser Run**

Miser Run is an objective that a player can achieve in Temple Run. It is the fifth objective listed in the in-game list. It is preceded by Sprinter and followed by Piggy Bank.

**How to obtain:** To receive this objective, one must make the character avoid, or not collect, any coins for 500m.

### **Piggy Bank**

Piggy Bank is an objective that a player can achieve in Temple Run. It is the sixth objective listed in the in-game list. It is preceded by Miser Run and followed by Treasure Hunter.

**How to obtain:** To receive this objective, one must make the character touch, or collect, 250 coins.

### **Treasure Hunter**

Treasure Hunter is an objective that a player can achieve in Temple Run. It is the seventh objective listed in the in-game list. It is preceded by Piggy Bank and followed by Mega Bonus.

**How to obtain:** To receive this objective, one must collect a total value of at least 50,000 points during a run.

### **Mega Bonus**

Mega Bonus is an objective that a player can achieve in Temple Run. It is the eighth objective listed in the in-game list. It is preceded by Treasure Hunter and followed by Athlete.

**How to obtain:** To receive this objective, one must raise the bonus meter at the top left to 4x, or a full circle. The bonus meter is raised by collecting coins without tripping.

### **Athlete**

Athlete is an objective that a player can achieve in Temple Run. It is the ninth objective listed in the in-game list. It is preceded by Mega Bonus and followed by Lump Sum.

**How to obtain:** To receive this objective, one must make the character run 2,500m.

### **Lump Sum**

Lump Sum is an objective that a player can achieve in Temple Run. It is the tenth objective listed in the in-game list. It is preceded by Athlete and followed by Resurrection.

**How to obtain:** To receive this objective, one must make the character touch, or collect, 500 coins.



### **Resurrection**

Resurrection is an objective that a player can achieve in Temple Run. It is the eleventh objective listed in the in-game list. It is preceded by Lump Sum and followed by Basic Powers.

**How to obtain:** To receive this objective, one must make the character use Resurrection Wings.

### **Basic Powers**

Basic Powers is an objective that a player can achieve in Temple Run. It is the twelfth objective listed in the in-game list. It is preceded by Resurrection and followed by High Roller.

**How to obtain:** To receive this objective, one must upgrade all of their powerups in the store to level 1.

### **High Roller**

High Roller is an objective that a player can achieve in Temple Run. It is the thirteenth objective listed in the in-game list. It is preceded by Basic Powers and followed by Payday.

**How to obtain:** To receive this objective, one must collect a total value of at least 100,000 points during a run.

### **Payday**

Payday is an objective that a player can achieve in Temple Run. It is the fourteenth objective listed in the in-game list. It is preceded by High Roller and followed by Head Start.

**How to obtain:** To receive this objective, one must make the character touch, or collect, 1,000 coins.

### **Head Start**

Head Start is an objective that a player can achieve in Temple Run.

It is the fifteenth objective listed in the in-game list. It is preceded by Payday and followed by Steady Feet.

**How to obtain:** To receive this objective, one must use a Head Start at the beginning of the game. Whether this is Boost or Mega Boost doesn't matter.

### **Steady Feet**

Steady Feet is an objective that a player can achieve in Temple Run. It is the sixteenth objective listed in the in-game list. It is preceded by Head Start and followed by Allergic to Gold.

**How to obtain:** To receive this objective, one must make the character run 2,500m without tripping, or making the Demon Monkeys appear in any way.

### **Allergic to Gold**

Allergic to Gold is an objective that a player can achieve in Temple Run. It is the seventeenth objective listed in the in-game list. It is preceded by Steady Feet and followed by 5K Runner.

How to obtain: To receive this objective, one must make the character avoid, or not collect, any coins for 1,000m.

### **5K Runner**

5K Runner is an objective that a player can achieve in Temple Run. It is the eighteenth objective listed in the in-game list. It is preceded by Allergic to Gold and followed by No Trip Runner.

How to obtain: To receive this objective, one must make the character run 5,000m.

### **No Trip Runner**

No Trip Runner is an objective that a player can achieve in Temple Run. It is the nineteenth objective listed in the in-game list. It is preceded by 5K Runner and followed by 10K Runner.

How to obtain: To receive this objective, one must make the character run 5,000m without tripping in a single run.

### How to Play

- **Temple Run** is a game that tasks you with running as far as you can without falling or getting killed by the mutants chasing you. Let's go over the basic controls so you understand how you can avoid death at all costs.



- Your character will run automatically, so there is no control necessary to make him/her move forward. Jumping requires you to swipe up on the screen, ducking requires that you swipe down, and turning requires you to swipe left or right (depending on your desired direction).



- If you don't make the move at the precisely correct time, you'll have to start all over again. This is regardless of how you died, whether you fell off of a platform by missing a turn or jump or get eaten by the mutants.



- Certain obstacles such as trees will get in your way, and when you miss and hit them, you will only slow down making the mutants come closer to you. If you continue to hit obstacles, they will kill you.



- Coins are available on the platforms as you are running, and can be used to buy upgrades and new characters (we'll go over that later). To grab these coins, you will need to tilt your iPhone or iPad to the left or right to make your character veer off in the direction of the coins.



- If you do end up dying, you will be taken to a status screen where you can see your score, how long you ran before dying, and you can share your score with your friends on Facebook or Twitter.

## Upgrades



- When you are not playing, or are at the main menu you can access the Store button to access the in-game store to purchase upgrades and new characters to play as.
- **Note:** You can earn the coins necessary to purchase these items, but you may also buy coins to speed up the process. Be careful before making any purchases with real money.
- Upgrades are purchased from the in-game store, but can only then be used when picked up while playing (a silhouette of the upgrade's icon will appear in the air).
- **Mega Coin** – This is a coin that is worth up to 100 coins when grabbed. Each time you upgrade the coin, it will become worth more and more.





- **Coin Magnet** – For a short time, you do not need to bother with tilting your device, as the coins will come to you. Each time you upgrade this, the duration of the upgrade will last longer.
- **Invisibility** – You will become invisible for a time while using this upgrade, making you invincible as well. Platforms will make paths so that you can't fall off of them, and the mutants will not attack you. As you upgrade Invisibility, it will come to last longer.
- **Boost** – Boost will make you run at an extreme speed, and will also make you invincible for its duration. Using this upgrade combined with Coin Magnet (if you can get lucky enough) makes for a good score run. Upgrading this will make it last longer.
- **Coin Multiplier** – This upgrade will make the coins you collect worth more, as the distance traveled is greater. This is done by making the red, yellow, and blue coins appear on the platforms and they are worth a lot more than regular coins. A good example of this is the red coin will appear only after you make it to 1000m. Upgrading this will add different coins.

## Utilities and Characters



- Utilities are one off use items that you can purchase, such as the Resurrection Wings, Small Boost, and Mega Boost.
- **Resurrection Wings** – These will automatically resurrect you when activated. Be careful though, they will disappear if they are activated and not used. To use it, you need to tap on the wing icon that shows up in the top right corner of the screen during gameplay.
- **Small Boost** – Will appear near the top of the screen when you have purchased one. Tapping on it will boost you 1000m forward so that you can start gathering coins faster.
- **Mega Boost** – Works just like the Small Boost, but will boost you to 2500m instead of 1000m when used.





- New characters are also available to purchase in the store and are usually very expensive. While buying a new character is purely cosmetic, it can be neat to play as an Indiana Jones lookalike.

## Leaderboards:



- Some of the most fun you can have with **Temple Run** is when you are competing against friends for high scores. After you have failed in a run, you can tap on the Game Center icon to access these leaderboards.
- Once you're in the leaderboards, you can compare your score with your friends, sort the leaderboard by week, today, or all time. You may even become good enough to get a top spot on the worldwide leaderboard.

## Congratulations!

- You have completed the quick start guide for **Temple Run**. You'll be the fastest runner around now that you know the ropes!